AMERICAN SOFTWORKS CORP.

AMERICAN SOFTWORKS CORP.
24 RICHMOND HILL AVENUE.
STAMFORD, CT 06901

PRINTED IN JAPAN

AMERICAN SOFTWORKS CORP.

SNS-5L-USA

RUSS®

SUPER TROLL ISLANDS™

Instruction Booklet

SUPER NINTENDO ENTERTAINMENT SYSTEM®

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY

Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

ASC™ and Super Troll Islands™ are trademarks of American Softworks Corporation.
Object code and source code © 1993 Millennium. Distributed under license from Russ Berrie and Company, Inc., Oakland, N.J. Images of troll characters © Russ Berrie and Company, Inc.

All software is © 1993 Millennium Interactive, Ltd.. All rights reserved.

"Super Troll Islands" name and artwork is the property of American Softworks Corporation. No use of the name and artwork can be used without prior written permission of American Softworks Corporation.

Troll Islands concept is the property of Millennium Interactive Limited. No use of the concept can be made without prior written permission of Millennium. No part of this software may be copied or transmitted in any form or by any means. This software is sold on the condition that it shall not be hired out of lent without the express written permission of Millennium.

ASC is a trademark of American Softworks Corporation. © 1993 American Softworks Corporation, 24 Richmond Hill Avenue, Stamford, CT 06901.

ASC™ 90 DAY LIMITED WARRANTY

AMERICAN SOFTWORKS CORPORATION ("ASC") warrants to the original consumer purchaser of this software product that the medium on which the computer program is recorded will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase under normal home use. The computer program is sold "as is" without express or implied warranty of any kind ASC will not be liable for any loss or damage of any kind from use of this program. If a defect covered by this warranty occurs during the 90-day warranty period, ASC will repair or replace the product, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

1. DO NOT return your defective product to retailer.

2. Notify ASC Consumer Service Department of the problem requiring Warranty service by calling: 1-203-327-6545. Our Consumer Service department is in operation from 9:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday. Please DO NOT send your product to ASC before calling our Consumer Service Department.

3. If our ASC Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization Number. Simply record this number on the outside of your packaging of your defective product and return it, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase, within this 90-day Warranty period to:

American Softworks Corporation, Consumer Service Department, 24 Richmond Hill Avenue, Stamford, CT 06901.

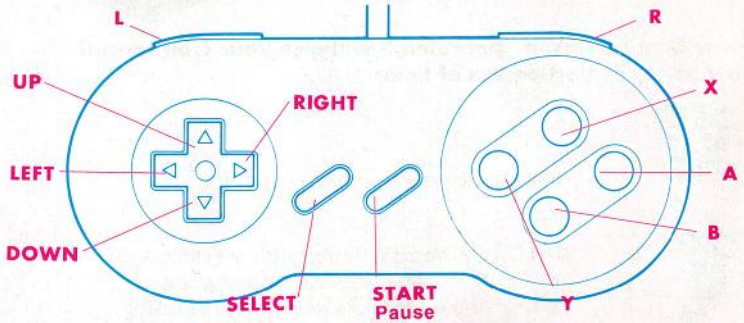
WARRANTY LIMITATIONS:

ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. ASC WILL NOT BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.
The provisions of the warranty are valid in the United States only. Some states do not allow limitations on how long warranty last or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

This warranty will not apply if the product has been damaged while in you possession, by negligence, accident, abuse or tampering, or by other causes unrelated to defective material or workmanship.

THE CONTROLLER Initial Settings

These settings can be changed from the option screen (see below)



CONTROL PAD: controls all directional movement—left and right to run, up and down to climb ladders.

START: pause during the game; starts new game during title sequence.

SELECT: enter Troll Cottage during game—Options screen during title sequence.

X BUTTON: perform color spin.

A OR B BUTTON: press button to jump; hold down to jump higher.

Y BUTTON: throw custard pie or bonus items.

R/L BUTTON: pocket a bonus item.

OPTIONS SCREEN

In this screen, the action of the "A", "X", "B" and "Y" button can be chosen by the player. Each button is displayed on the screen, with an icon above showing its current action. Press the relevant button to change its action.

Press "START" to return to the title sequence.

Design and Programming: Mike Ball
Design and Mapping: Tim Closs
Graphics: Jason Wilson
Music and SFX: Richard Joseph
Producer: Ian Saunter
Book Design: Brian Sisco and Daniel Rutter
Thanks to: Gary Richards, Steve Loughran, Cheshire

the troll islands

have been plunged into a murky Darkness by the Evil Overlord. He has summoned the elemental powers of the Islands—Fire, Water, Earth & Air—to maintain the Darkness and starve the poor little Trolls of life—giving light.

Trolls throughout the Islands looked to Albert, the oldest and wisest and most magical Troll of all, for a solution to their desperate plight. Unfortunately Albert himself was too old and frail to do combat with the Darkness, so he hand-picked a ragamuffin bunch of young Trolls, blessing them with different magical powers to do battle with the elemental forces of the Evil Overlord.

These four guardians of hope were then sent out into the Islands to banish the Darkness and restore light and love to all the land.

You are in charge of four savior Trolls.

Fight the Darkness.

Bring back the light.

Save Troll Islands.

pick-ups

Some bonus items, if "pocketed," will give your Troll special powers for a short period of time;

SHIELD: this protects you from a single hit.

COLOR SPIN: this is the most useful of all the pick-ups. You can store these, and an indicator at the top right of the screen tells you how many color spins you are holding. Pressing "X" activates a color spin, transforming your Troll into a swirl of color. In this state, you can destroy enemies on contact, as well as coloring specific elements of the landscape.

CUSTARD PIES: one of these provides the Troll with ten shots —an indicator at the top left of the screen shows how many pies the Troll currently has. Pressing the "Y" button hurls a custard pie across the screen, splatting on contact with any thing it finds. If it hits an enemy, the enemy will be covered in custard and will wobble on the spot for a while before breaking free. If the Troll runs into the wobbling custarded enemy, he can eat it for bonus points.

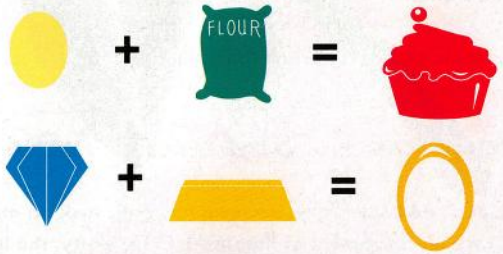
SUPER JUMP: this makes any Troll jump as high as the pink haired Troll.

TURBO: this makes any Troll run as fast as the red-haired Troll.

ALARM CLOCK: pocket one of these and your Troll will return to the Cottage to wake up one of his sleeping friends —thus effectively giving an "extra life."

bonuses

Extra points are gained by collecting the numerous animated goodies littered across the Islands, e.g. apples on the Forest island, shells on the Beach island, etc. There are also many other bonus items, e.g. combs, coins, ice creams, etc. You can "GRAB" any bonus item simply by running into it. The Troll will then hold the item in his hand. You can then either throw the item (using the "Y" button —if the Troll is not holding an item he will throw a custard pie) or "pocket" the item (using the "L" or "R" paddles). Thrown items can be used to kill enemies, although some enemies may need to be hit by several items. Also, some items will combine to form a new item if thrown together. The new item maybe more useful or yield a bigger score, for example



Try experimenting with different combinations!

The player starts the game in the Troll Cottage. Three of the Trolls sit expectantly on their beds, while the fourth stands impatiently. The mirror at the left of the cottage is the magic entrance to the Troll Islands.

Use left and right to make the standing Troll run around inside the cottage. Pressing the "B" button will make the Troll jump.

If the Troll jumps into one of the beds, the Troll previously in that bed will leap out. This method allows you to swap control to any of the four Trolls.

When you have the Troll you want, run through the magic mirror and you will be transported to one of the Troll Islands.

When you first land on a Island, the terrain will appear gray and lifeless, with the Darkness swirling in the background. As your Troll runs over the landscape it will spring into life as color floods over it. This will also give bonus points. Above the landscape will be series of platforms and ladders, enclosing rectangular windows.

The Trolls can color the platforms and ladders by running over them. Use up and down to make the Troll climb ladders. When a complete window frame has been colored, the Darkness will be banished from that window, and a bright colorful background will become visible behind.

When the darkness has been banished from all the windows, any remaining Darkness will flee from the island, and the whole background will be visible. A host of bonuses is thrown into the level, and the player has a short period of time to collect these before the Troll is transported to the next level to be cleared.

You can return to the Troll Cottage at any time by pressing the "Select" button. You can then swap control to any Troll by jumping on the beds as before. The Trolls have different hair colors, indicating their varying abilities:

PINK-HAIRED TROLL:
...can jump very high.

RED-HAIRED TROLL:
...is very fast.

GREEN-HAIRED TROLL:
...is very strong.

BLUE-HAIRED TROLL:
...can swim underwater.

For example, to negotiate a particularly high jump it may be helpful to transport back to the Troll Cottage, change to the pink-haired Troll and then run back through the magic mirror to return to the Island.

The Trolls must avoid stationary obstacles like spikes as well as various moving enemies. These include the elements Fire, Earth, Water and Air, as well as a host of others to be discovered. If your Troll is injured in some way, he loses one unit of "LUCK", as indicated by the leaves on a clover. If the Troll loses all his luck, he returns to the Troll Cottage and falls asleep —from then on he cannot be awoken by jumping on his bed.

The Game is over when all four Trolls have fallen asleep.

THE ISLANDS

There are five islands to be cleared, each consisting of ten levels. These are, in order of play;

FOREST BEACH CASTLE OUTER SPACE WEIRD

There are ten "hidden" PARTIES. If you perform a specific task on any level, you will enter a Party on completion of that level. In the Party, the idea is to collect all the bonuses within a certain time limit. If you succeed, you will be allowed to skip the next level of this current island. The player will have to experiment to find the hidden tasks... e.g. one of them is to color the whole landscape of a level.